

Flexible T = 8 Reed-Solomon Decoder

Features

- Flexible T = 8 Reed-Solomon decoder, data length can be 1 to 239 bytes, code length equals data length plus 16
- Available for FPGA or ASIC implementation
- High speed design, low gate count version reaches 1.12 Gbps data rate and low latency version reaches 800 Mbps data rate in Virtex II, higher in ASIC
- Compact design, low gate count version uses 1162 CLB slices and low latency version uses 1581 CLB slices in Virtex II, among the smallest on the market
- Code length and data length can change from block to block
- Fully synchronous one clock design
- Code length + 97 clock cycle latency in low latency implementation
- Code length + 204 clock cycle latency in low gate count implementation

Functional Description

The decoder has three functional blocks and one memory block as shown in Figure 1. First the syndrome unit calculates the syndromes. Then the key equation solver solves the key equation for the error location polynomial. The correction unit calculates the error location and value and then adds the error sequence to the received code word to get the corrected code word. The memory unit is used to store the received code word while the decoder calculates the syndromes and solves the key equation. During the correction stage, the stored code word is read out from the memory and added to the error sequence to get the corrected code word.

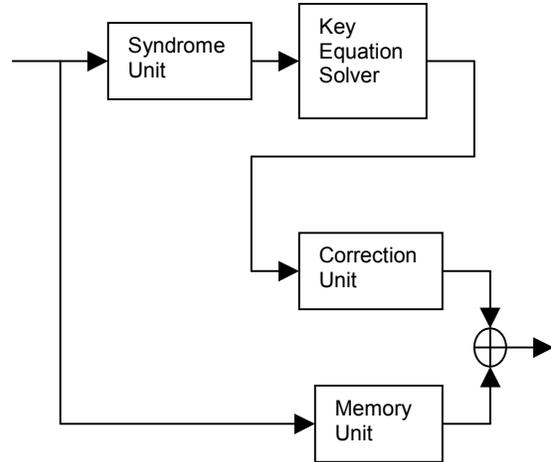


Figure 1. Block diagram of the Reed-Solomon decoder.

Pin Out

Figure 2 is the schematic symbol of the Reed-Solomon decoder.

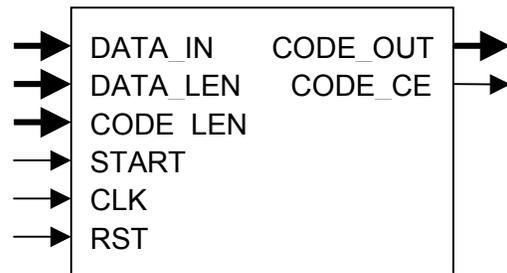


Figure 2. Schematic symbol of the decoder

RST

One bit input, the asynchronous reset. When RST is set high, all the internal flip-flops are asynchronously initialized. The core will stay in this state until RST is set low.

CLK

One bit input, the global clock. All sequential logic acts on the rising edge of CLK.

START

One bit input, the signal to start the decoding process. At the rising edge of CLK, if START is high while RST is low, the internal state machine will start the decoding process. The length of START should be one clock cycle.

CODE_LEN

Eight bit input, the code length. The code length can be any value only if it is less than or equal to 255 and it is 16 bytes longer than the data length.

DATA_LEN

Eight bit input, the data length. The data length can be any value between 1 and 239, only if it is 16 bytes shorter than the code length.

DATA_IN

Eight bit input, the received code word. The first byte of the code word should be one clock after the START pulse. The decoder reads in one byte every clock.

CODE_OUT

Eight bit output, the decoded code word. If there are eight or less than eight erroneous bytes, the output is the corrected code word. Otherwise, the output is unpredictable.

CODE_CE

One bit output, the clock enable for outputting the corrected code word. The length of CODE_CE is CODE_LEN clock cycles.

Timing Diagrams

The Reed-Solomon decoder is very easy to be integrated into a larger design. The following timing diagrams help to clarify some of the synchronization issues.

Figure 3 shows the timing diagram at the starting point of the decoding process, where D0 is the first byte of the received code word.

Figure 4 shows the timing diagram at the starting point of the output, where C0 is the first byte of the decoded code word.

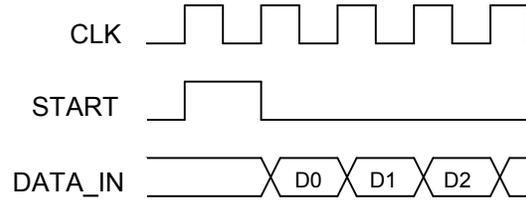


Figure 3. The timing diagram at the starting point of the decoding process

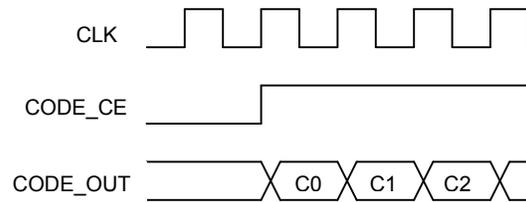


Figure 4. The timing diagram at the starting point of the output

Deliverables

Deliverables include the encoder/decoder and the test bench. For Xilinx FPGA implementation, both source code and netlist are available. For ASIC implementation, only source code will be delivered. Source code can be in VHDL or Verilog.

Ordering Information

We have flexible licensing structures. Please use the following information to contact us:

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